



EIDOS







n i n t e n d o
G A M E C U B E TM

MapMaker Button Functions for the Nintendo GameCubeTM Controller





Empty Grid Screen

A Button	Select Tile (Tile) Select Item (Item, Story Enemies) Select Light (Light) Select (Game Logic)
X Button	Zoom (Item)
+Control Pad 	MOVE UP a Level
+Control Pad 	MOVE DOWN a Level
+Control Pad  and 	SCROLL through Menus
L Button	ZOOM OUT
R Button	ZOOM IN
Control Stick	MOVE Cursor
C Stick	SCROLL Grid
START/PAUSE	Options Menu



Tile Menu

A Button	Place Tile
B Button	Exit
X Button	Next Page of Tiles
Y Button	Toggle Ramp
+Control Pad  and 	Toggle Tile Level
+Control Pad  and 	SCROLL through Menus
Control Stick	MOVE Cursor
C Stick	ROTATE 3D Preview

Item Menu

A Button	Select Place Item
B Button	Exit
+Control Pad 	SCROLL UP through Item Type Menu
+Control Pad 	SCROLL DOWN through Item Type Menu
+Control Pad  and 	SCROLL through Menus
Control Stick	MOVE Cursor
C Stick	ROTATE 3D Preview (When Cursor is over an Item Icon)

Light Menu

A Button	Place Select (When over a Light Parameter) Change Colour (Edit) Copy to (Copy / Spread)
B Button	Exit Back (Edit) Cancel (Copy / Spread)
X Button	Edit Spread to (Copy / Spread)
Y Button	Copy / Spread
+Control Pad  and 	SCROLL through Menus
Control Stick	MOVE Cursor




Story Enemies Menu

A Button	Select Edit (Enemy) Accept (Enemy) Add (Enter Name)
B Button	Exit Cancel (Enemy) Cancel (Enter Name)
+Control Pad ↑	SCROLL UP through Enemy Options SCROLL UP (Enter Name)
+Control Pad ↓	SCROLL DOWN through Enemy Options SCROLL DOWN (Enter Name)
+Control Pad ← and →	SCROLL through Menus TOGGLE Enemy Options (Enemy) SCROLL (Enter Name)
Z Button	Change Character Set (Enter Name)
Control Stick	MOVE Cursor SCROLL and TOGGLE through Enemy Options (Enemy) SCROLL (Enter Name)

Game Logic Menu

A Button	Select Accept (Multiple Sub-Menus) Goto (Trigger Summary) Add (Enter Name)
B Button	Exit Cancel Back (Multiple Sub-Menus)
X Button	Negate (Select Trigger(s)) Edit (Trigger Summary) Edit Name (Edit Trigger)
Y Button	Delete (Trigger Summary) Delete (Delete Trigger)
+Control Pad ↑	SCROLL UP through Menus SCROLL UP (Enter Name)
+Control Pad ↓	SCROLL DOWN through Menus SCROLL DOWN (Enter Name)
+Control Pad ← and →	SCROLL through Sub-Menus SCROLL (Enter Name)
Z Button	Change Character Set (Enter Name)
Control Stick	MOVE Cursor SCROLL through Sub-Menus SCROLL (Enter Name)

Populated Grid Screen

A Button	Place (Grabbed Tile) Grab (Placed Tile) Place (Picked-up Item) Pickup (Placed Item) Set Light (□) (Placed Tile) Place (Picked-up Story Enemy) Pickup (Placed Story Enemy) Place (Picked-up Game Logic) Pickup (Placed Game Logic)
B Button	Delete (Tile) Delete (Picked-up Item) Clear (Placed Item) Reset Light (Placed Tile) Clear (Story Enemy)
X Button	Rotate (Grabbed Tile) Mark (Placed Tile) Zoom (Picked-up Item) Rotate (Placed Item)
Y Button	Copy (Placed Tile) Copy (Placed Item) Copy (Placed Tile)
+Control Pad 	MOVE UP a Level
+Control Pad 	MOVE DOWN a Level
+Control Pad  and 	SCROLL through Menus
L Button	ZOOM OUT
R Button	ZOOM IN
Control Stick	MOVE Cursor
C Stick	SCROLL Grid
START/PAUSE	Options Menu